Steps:

Step 1: Industry receives the empty glass bottles and raw soda ingredients.

Step 2: the glass bottles are verified in a machine and are thoroughly washed which is filling in the soap water and draining out and then filling in the fresh water and draining out

Step 3: the bottles are left to dry and soda making starts

Step 4: the prepared soda is filled into the dried glass bottle with the help of soda filling machine

Step 5: the filled soda is sent into the soda level verification machine and the unfilled or bad soda bottles are segregated out

Step 6: the verified soda bottles are capped and labeled and then sent into the packaging

Step 7: the packaging is done and sent to the distributors

State Diagram

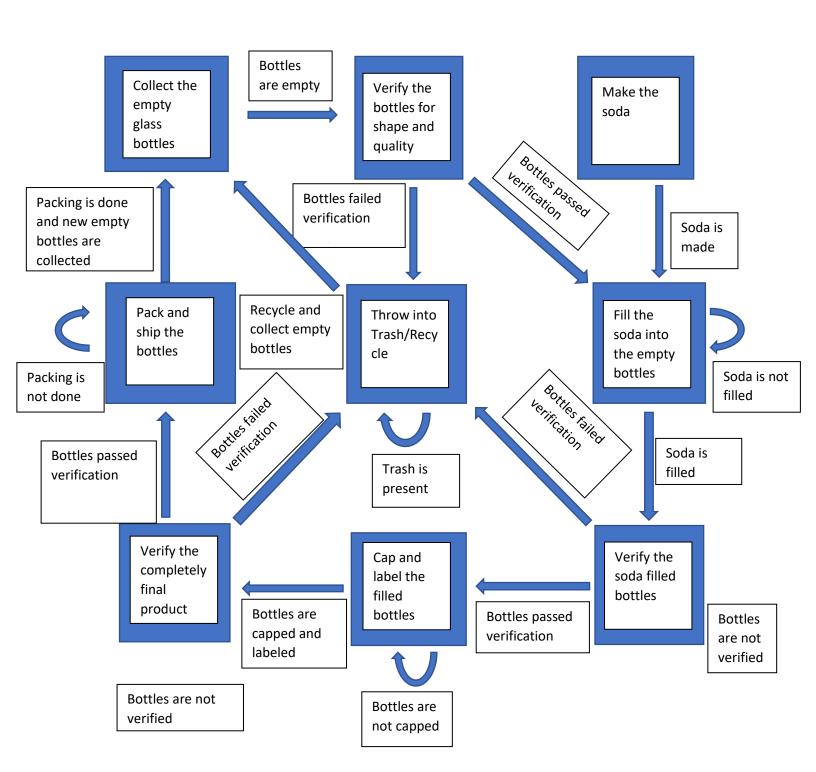
If the glass bottles are not empty

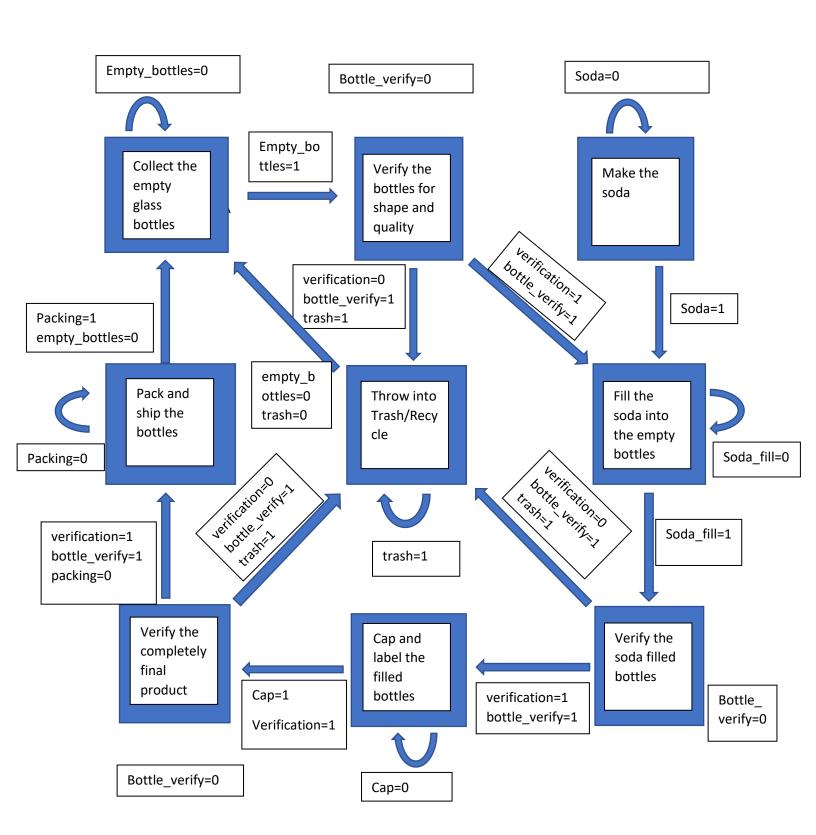


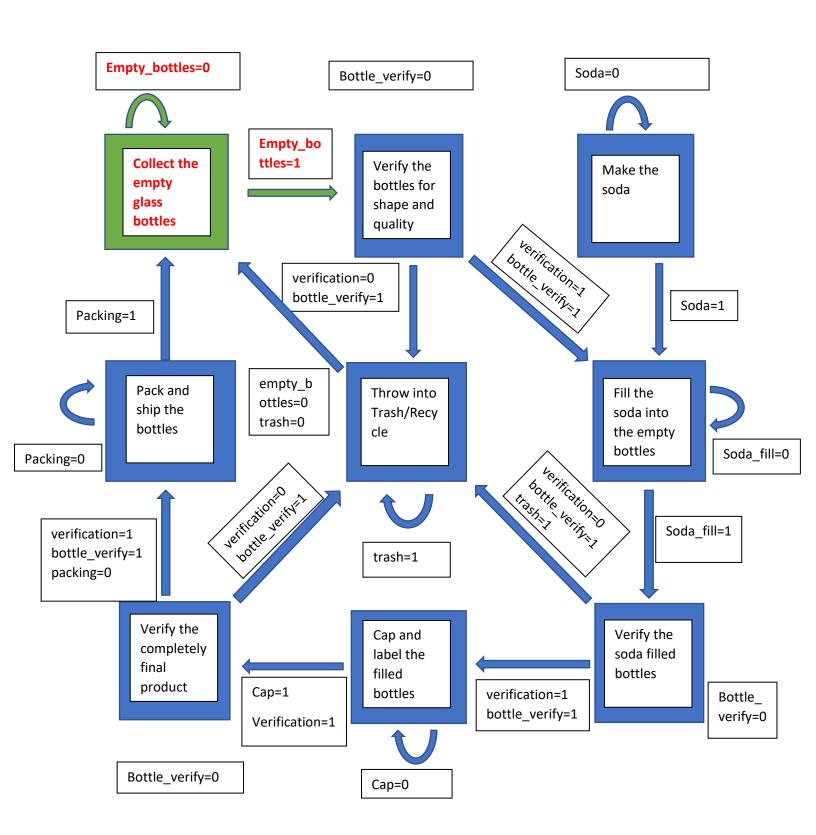
If the glass bottles are not verified

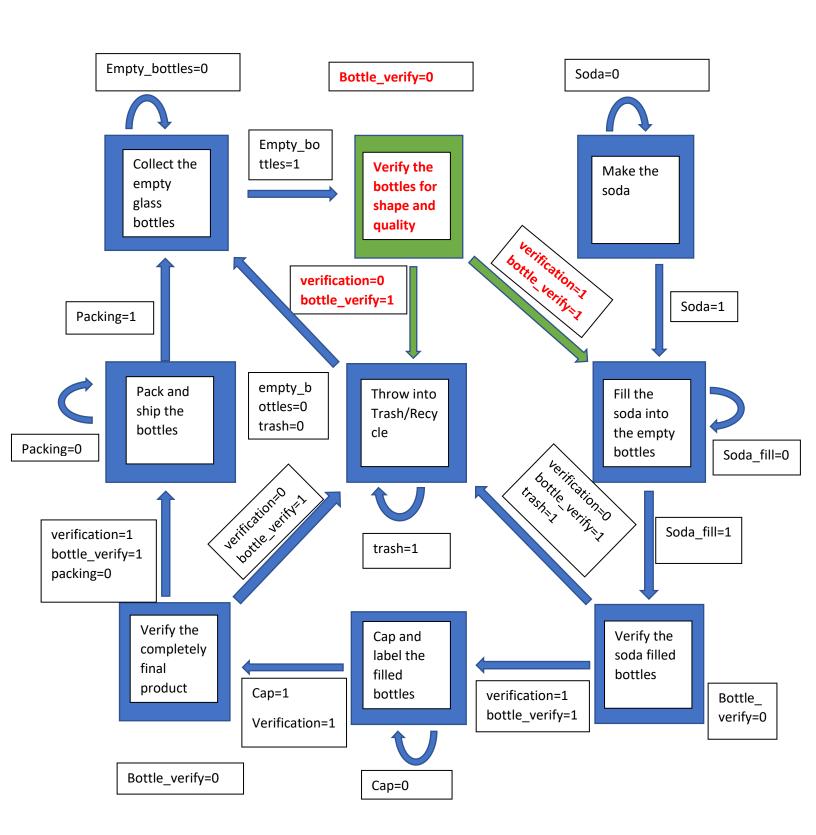
If soda is not made

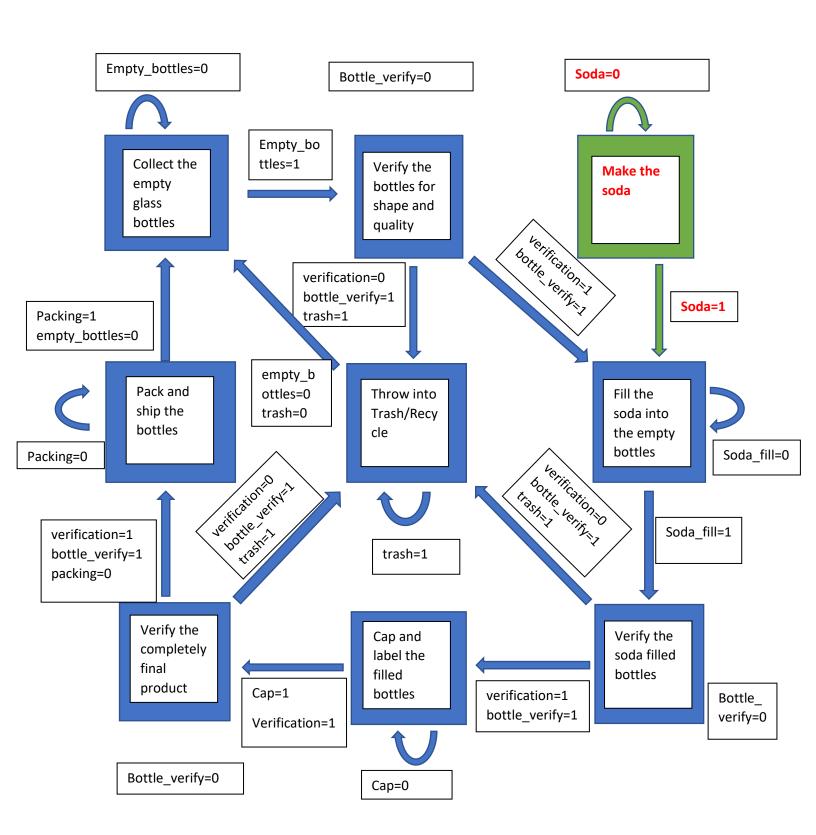


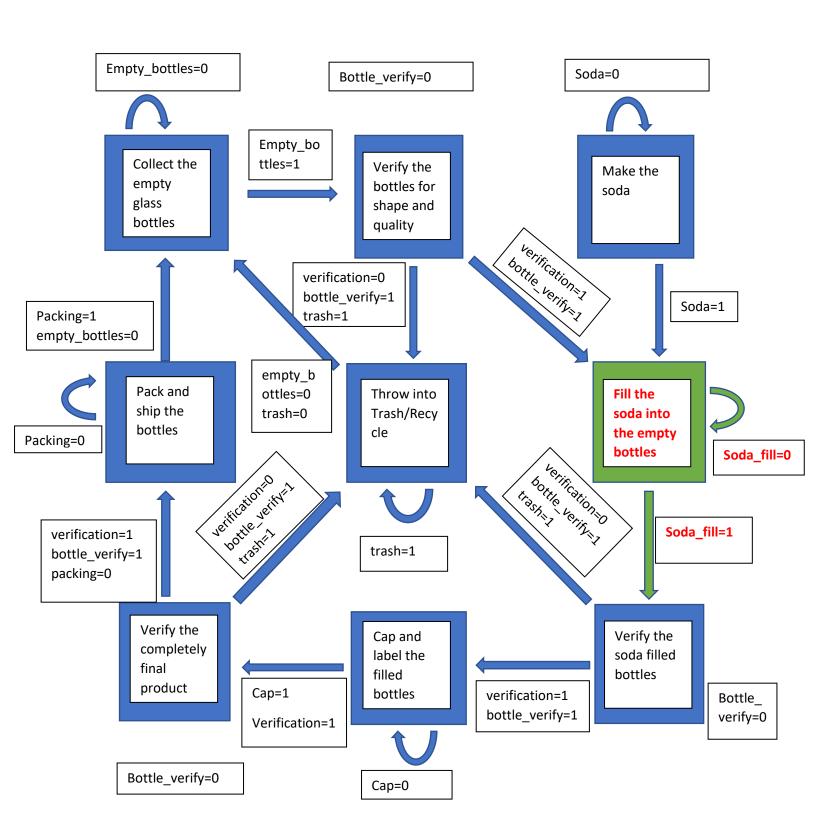


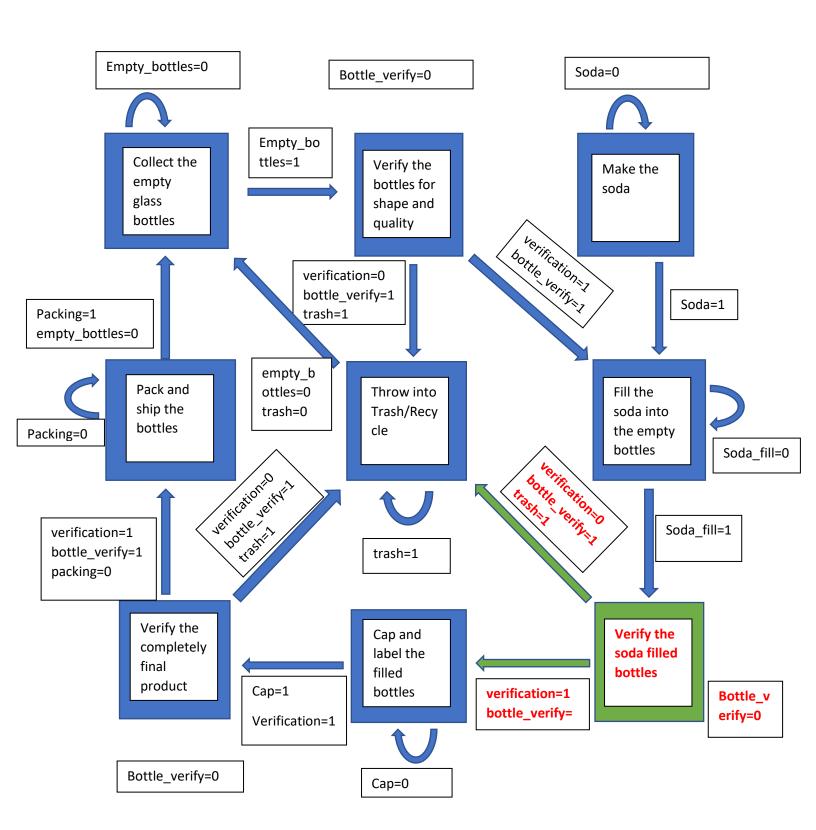


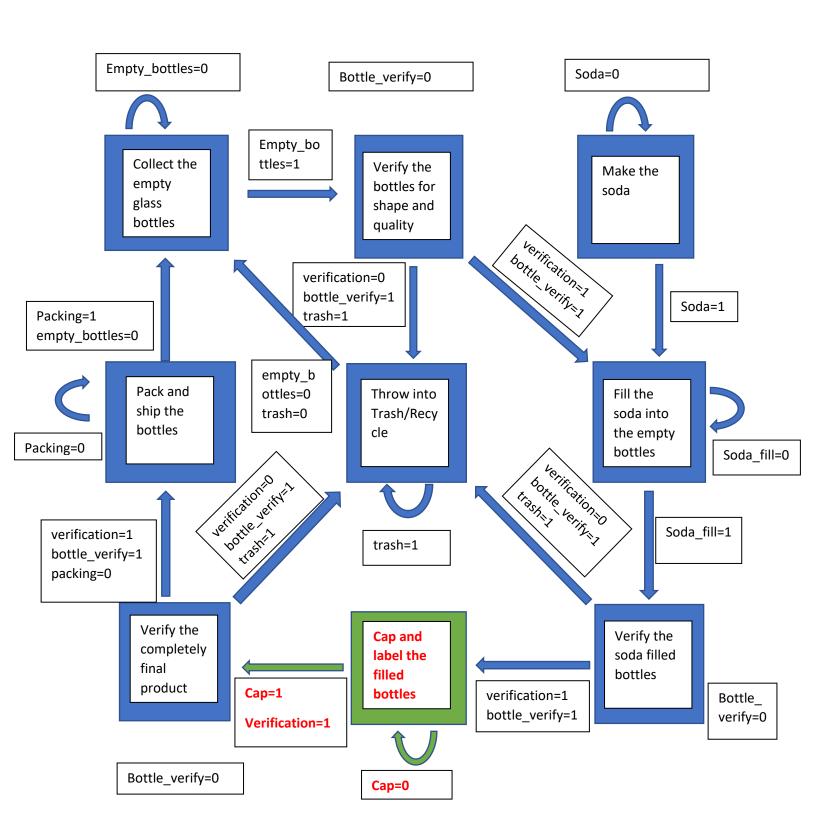


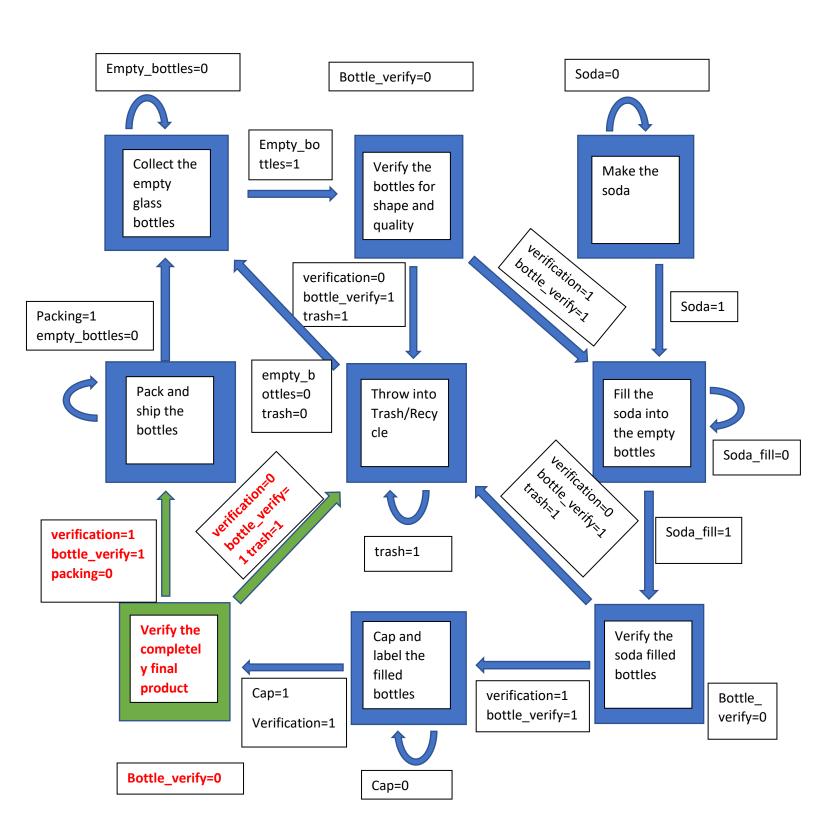


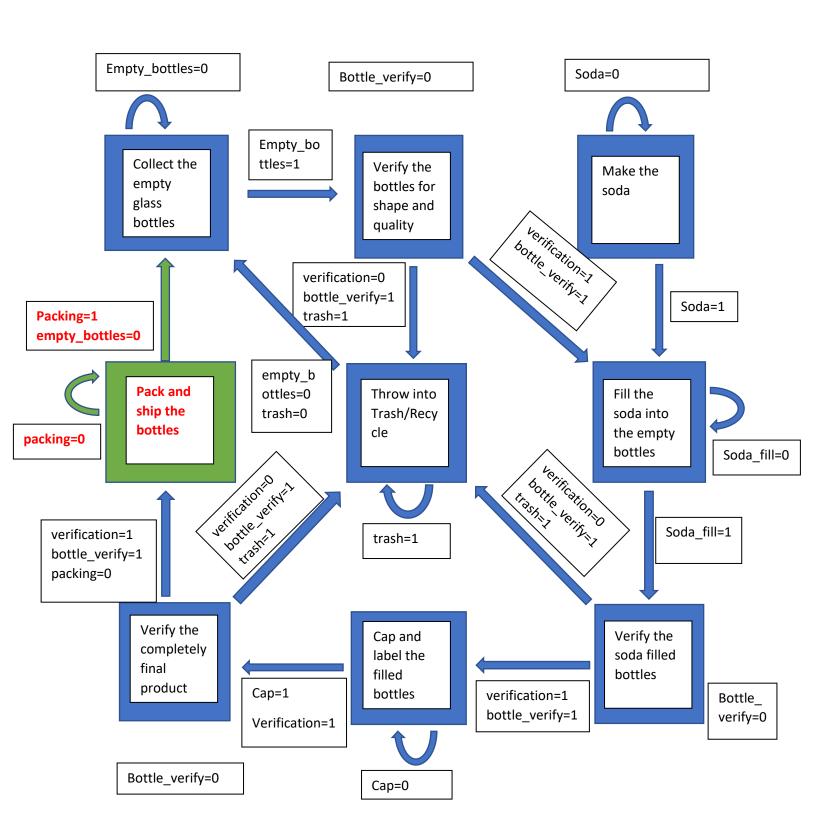


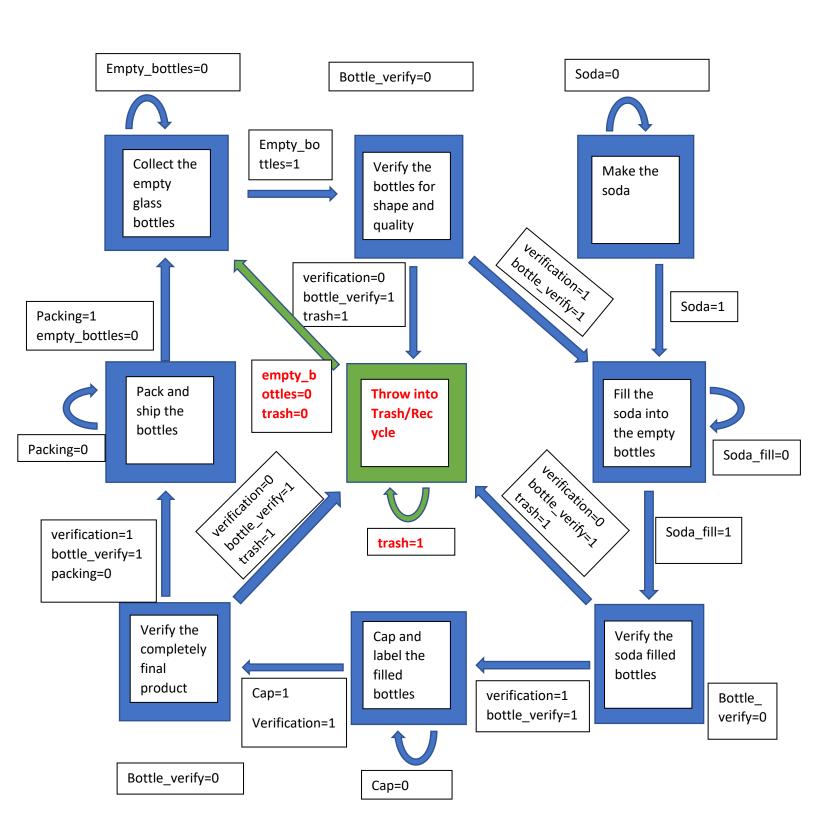












```
Verilog
module SodaMachine(clk,reset, empty_bottles, bottle_verify, soda, soda_filling, trash, verification, cap,
input clk,reset,verification;
output reg empty_bottles, soda, soda_filling, trash, cap, packing;
//defining the states
parameter empty_bottles = 4'b0000;
parameter bottle_verify = 4'b0001;
parameter soda = 4'b0010;
parameter soda_filling = 4'b0011;
parameter soda_verification = 4'b0100;
parameter capping_labeling = 4'b0101;
parameter final_verification = 4'b0110;
parameter packing = 4'b0111;
parameter trash = 4'b1000;
reg[2:0] current state, next state;
always@(current_state or empty_bottles or soda)
begin
        case(current_state)
               //in the first state the empty bottles are collected.
               //if they are collected then bottles are sent to next state which is verification for size
and shape
```

```
//else they are recycled and again re-collected
 empty_bottles:
        if(empty_bottles==0&&trash==0&&packing==1)
        begin
                next_state=bottle_verify;
                empty_bottles=1;
                bottle_verify=0;
               trash=1;
                packing=0;
        end
        else
        begin
                next_state=current_state;
                empty_bottles=0;
                trash=0;
                packing=1;
        end
//in this state the empty bottles are verified for shape and size.
//if they are verified as okay then bottles are sent to next state which is soda filling state
//else they are sent into trash and are re-cycled
bottle_verify:
        if( empty_bottles==1&&bottle_verify==0&&verification=1)
       begin
                next_state=soda_filling;
                bottle_verify=1;
               soda=1;
                empty_bottles=0;
        end;
        else
```

```
begin
                next_state=trash;
                bottle_verify=1;
                soda=0;
                empty_bottles=1;
        end
//in this state the soda is prepared.
//if soda is prepae it is sennt to next state which is soda filling state
//else it is refilled
soda:
        if (soda==0)
        begin
                next_state=soda_filling;
                soda==1;
        end
        else
        begin
                next_state=current_state;
                soda=0;
        end
//in this state the empty bottles are filled with soda
soda_filling:
        if(soda==1&&soda_filling=0&&verification==1&&bottle_verify==1)
        begin
                next_state=soda_verification;
                soda=0;
                bottle_verify=0;
                soda_filling=1;
```

```
end
                        else
                        begin
                                next_state=current_state;
                                soda_filling=0;
                        end
                //in this state the soda bottles are verified for shape and size.
                //if they are verified as okay then bottles are sent to next state which is capping and
labeling
                //else they are sent into trash and are re-cycled
                soda_verification:
                        if(soda_filling==1&&bottle_verify==0;verification==1)
                        begin
                                next_state=capping_labeling;
                                bottle_verify=1;
                                soda_filling=0;
                                cap=0;
                        end
                        else
                        begin
                                next_state=trash;
                                bottle_verify=1;
                                empty_bottles=1;
                //in this state the soda bottles are capped and labeled.
                Capping_labeling:
                If(bottle_verify==1&cap=0&verification==1)
                Begin
                        Next state=final verification;
```

```
Cap=1;
        Bottle_verify=0;
End
Else
Begin
        Next_state=capping labeling
        Cap=0;
        Bottle_verify=1;
        Verification=1;
End
//in this state the last and final verification is done.
//if they are verified as okay then bottles are sent to next state which is packing
//else they are sent into trash and are re-cycled
Final_verification:
        If(cap==1&bottle_verfiy==0&verification==1)
Begin
        Next state=packing;
        Bottle_verify=1;
        cap=0;
        packing=0;
End
Else
Begin
        Next_state=trash;
        Cap=0;
        Bottle_verify=1;
End
//in this state the bottles are packed
Packing:
```

```
If(bottle_verify==1&packing=0&verification==1)
Begin
        Next state= empty_bottles;
       packing=1;
        Bottle_verify=0;
        Empty_bottles=0;
        Trash=0;
End
Else
Begin
       Next_state=packing;
        packing=0;
        Bottle_verify=1;
End
//in this state the failed bottles are recycled and sent into the first state.
Trash:
If(verification==0&&bottle_verify==1&&trash=1)
Begin
        Next_state= empty bottles;
        Trash=0;
        Bottle_verify=0;
End
Else
Begin
        Next state=trash;
        Trash=1;
       Packing=0;
       Bottle_verify=1;
end
```